

WHAT IS CLAIMED IS:

- 1 1. A method for aggregating participation in gaming activity sets provided by a
2 gaming activity, the method comprising:
3 receiving a player-initiated request for aggregate play;
4 receiving an indication of a number of gaming activity sets for inclusion in the
5 aggregate play, wherein each of the gaming activity sets comprises one or more discrete game
6 plays provided by the gaming activity;
7 generating a gaming outcome for each of the gaming activity sets indicated for
8 inclusion in the aggregate play; and
9 providing a collective payout result accounting for all of the gaming outcomes
10 associated with the aggregate play.
11
- 12 2. The method as in Claim 1, further comprising initiating an aggregate play
13 mode upon receipt of the player-initiated request for aggregate play.
14
- 15 3. The method as in Claim 1, wherein receiving an indication of a number of
16 gaming activity sets for inclusion in the aggregate play comprises calculating a number of the
17 gaming activity sets available for aggregate play based on an expenditure of an accumulated
18 credit total.
19
- 20 4. The method as in Claim 1, wherein receiving an indication of a number of
21 gaming activity sets for inclusion in the aggregate play comprises calculating a number of the
22 gaming activity sets available for aggregate play based on an expenditure of an accumulated
23 credit total.
24
- 25 5. The method as in Claim 1, wherein receiving an indication of a number of
26 gaming activity sets for inclusion in the aggregate play comprises receiving a player-initiated
27 indication of the number of gaming activity sets to be included in the aggregate play via a
28 user interface.
29

1 6. The method as in Claim 1, wherein receiving an indication of a number of
2 gaming activity sets for inclusion in the aggregate play comprises receiving a player-initiated
3 indication of the number of discrete game plays to be included in the aggregate play via a
4 user interface.

5
6 7. The method as in Claim 1, wherein receiving an indication of a number of
7 gaming activity sets for inclusion in the aggregate play comprises receiving a predetermined
8 number of gaming activity sets to be included in the aggregate play.

9
10 8. The method as in Claim 1, wherein receiving an indication of a number of
11 gaming activity sets for inclusion in the aggregate play comprises receiving a predetermined
12 number of discrete game plays to be included in the aggregate play.

13
14 9. The method as in Claim 1, wherein receiving an indication of a number of
15 gaming activity sets for inclusion in the aggregate play comprises receiving a predetermined
16 number of gaming activity sets in response to initiation of a bonus round for inclusion in the
17 aggregate play.

18
19 10. The method as in Claim 1, wherein receiving an indication of a number of
20 gaming activity sets for inclusion in the aggregate play comprises receiving a predetermined
21 number of discrete game plays in response to initiation of a bonus round for inclusion in the
22 aggregate play.

23
24 11. The method as in Claim 1, further comprising facilitating player selection of
25 the number of gaming activity sets desired to be aggregately played, and generating the
26 indication of the number of gaming activity sets desired to be aggregately played.

27
28 12. The method as in Claim 1, further comprising presenting information relating
29 to one or more of the gaming activity sets associated with the aggregate play.

30

1 13. The method as in Claim 12, wherein presenting information relating to one or
2 more of the gaming activity sets comprises providing a representation of the one or more
3 gaming activity sets.

4
5 14. The method as in Claim 13, wherein presenting a representation includes
6 presenting a visual representation of the one or more gaming activity sets on a display.

7
8 15. The method as in Claim 14, further comprising presenting, prior to providing
9 the collective payout result, the visual representation of the gaming activity sets that resulted
10 in winning gaming outcomes.

11
12 16. The method as in Claim 12, wherein presenting information comprises
13 presenting gaming activity summary information for selected ones of the gaming activity sets,
14 wherein the summary information includes a value corresponding to the gaming outcomes for
15 each of the selected gaming activity sets.

16
17 17. The method as in Claim 12, further comprising presenting a selectable list of
18 the gaming activity sets associated with the aggregate play, and wherein presenting
19 information comprises presenting the information relating to one or more of the gaming
20 activity sets selected by the player from the selectable list.

21
22 18. The method as in Claim 17, wherein presenting the information relating to one
23 or more of the gaming activity sets selected by the player from the selectable list comprises
24 providing a visual representation of the selected gaming activity sets on a display.

25
26 19. The method as in Claim 18, wherein more than one of the selected gaming
27 activity sets are visually represented concurrently on the display.

28
29 20. The method as in Claim 18, wherein at least some of the selected gaming
30 activity sets are visually represented individually and in sequence on the display.

1
2 21. The method as in Claim 12, wherein presenting information relating to one or
3 more of the gaming activity sets comprises presenting information relating to the gaming
4 activity sets that resulted in winning gaming outcomes.
5

6 22. The method as in Claim 12, further comprising presenting the information
7 relating to one or more of the gaming activity sets requested by the player to be presented.
8

9 23. The method as in Claim 1, further comprising receiving player-selected play
10 attributes that identify one or more options associated with play of the gaming activity sets.
11

12 24. The method as in Claim 1, wherein each gaming activity set comprises a
13 plurality of discrete game plays provided by the gaming activity.
14

15 25. The method as in Claim 1, wherein each gaming activity set comprises a
16 single discrete game play.
17

18 26. The method as in Claim 1, wherein providing a collective payout result
19 accounting for all of the gaming outcomes associated with the aggregate play comprises
20 modifying an accumulated credit total based on all of the gaming outcomes.
21

22 27. The method as in Claim 1, wherein receiving an indication of a number of
23 gaming activity sets for inclusion in the aggregate play comprises receiving an indication of a
24 maximum number of the gaming activity sets supportable by an accumulated credit total.
25

26 28. The method as in Claim 27, further comprising determining the maximum
27 number of gaming activity sets supportable by the accumulated credit total by dividing the
28 accumulated credit total by the number of credits required for each of the gaming activity
29 sets.
30

1 29. The method as in Claim 1, wherein receiving an indication of a number of
2 gaming activity sets for inclusion in the aggregate play comprises receiving an indication of
3 less than a maximum number of the gaming activity sets supportable by an accumulated
4 credit total.

5
6 30. A method for aggregating participation in slot game events provided via a slot
7 machine, the method comprising:

8 receiving a player-initiated request for aggregate play;
9 receiving an indication of a number of slot game events for inclusion in the
10 aggregate play, wherein each of the slot game events comprises one or more active paylines
11 presented via the slot machine;
12 generating a gaming outcome for each of the slot game events indicated for
13 inclusion in the aggregate play; and
14 providing a collective payout result accounting for all of the outcomes
15 associated with the aggregate play.

16
17 31. The method of Claim 30, further comprising:
18 receiving an accumulated credit quantity for inclusion in the aggregate play;
19 and
20 converting the accumulated credit quantity to a number of slot game events
21 supportable by the received credit quantity, wherein receiving an indication of a number of
22 slot game events comprises receiving the number of slot game events supportable by the
23 received credit quantity.

24
25 32. A method for aggregating participation in gaming activity sets provided by a
26 gaming activity, the method comprising:

27 receiving a player-initiated request for aggregate play;
28 receiving an accumulated credit quantity for inclusion in the aggregate play;

1 determining a number of gaming activity sets supportable by the received
2 credit quantity, wherein each of the gaming activity sets comprises one or more discrete game
3 plays provided by the gaming activity;

4 generating a gaming outcome for each of the gaming activity sets supportable
5 by the received credit quantity; and

6 providing a collective payout result accounting for all of the generated gaming
7 outcomes.

8
9 33. The method as in Claim 32, wherein receiving an accumulated credit quantity
10 for inclusion in the aggregate play comprises receiving a player-designated accumulated
11 credit quantity selected by a player of the gaming activity.

12
13 34. The method as in Claim 32, wherein receiving an accumulated credit quantity
14 for inclusion in the aggregate play comprises receiving a predetermined accumulated credit
15 quantity.

16
17 35. The method as in Claim 32, wherein receiving an accumulated credit quantity
18 comprises receiving all remaining credit accumulation.

19
20 36. The method as in Claim 32, wherein receiving an accumulated credit quantity
21 comprises receiving less than all remaining credit accumulation.

22
23 37. The method as in Claim 32, further comprising presenting information relating to
24 one or more of the gaming activity sets associated with the aggregate play.

25
26 38. The method as in Claim 32, further comprising receiving player-selected play
27 attributes that identify one or more options associated with play of the gaming activity sets.

1 39. A method for effecting concurrent play of all remaining gaming activity sets
2 provided by a gaming activity that would otherwise be carried out at least in part successively
3 by a gaming participant, the method comprising:

4 receiving a participant-initiated request for aggregate play;
5 determining a credit total accumulated by the gaming participant;
6 calculating a number of the gaming activity sets supportable by the credit
7 total, wherein each of the gaming activity sets comprises one or more discrete game plays
8 provided by the gaming activity;
9 generating a gaming outcome for each of the gaming activity sets supportable
10 by the credit total; and
11 providing a collective payout result accounting for all of the gaming outcomes
12 associated with the aggregate play.

13
14 40. A casino gaming apparatus for providing at least one gaming activity,
15 comprising:

16 a user interface to allow a user to initiate an aggregate play mode, and to
17 designate a number of gaming activity sets for inclusion in the aggregate play, wherein each
18 of the gaming activity sets comprises one or more discrete game plays provided by the
19 gaming activity;

20 a random number generation module configured to randomly generate an
21 individual payout result for each of the gaming activity sets included in the aggregate play;
22 and

23 a processor configured to compute a collective payout result based on all of
24 the individual payout results associated with the aggregate play.

25
26 41. The casino gaming apparatus as in Claim 40, further comprising a display
27 device, and wherein the processor is further configured to present the collective payout result
28 to the user via the display device.

1 42. The casino gaming apparatus as in Claim 40, wherein the random number
2 generation module comprises a programmed portion of the processor.

3
4 43. The casino gaming apparatus as in Claim 40, wherein the random number
5 generation module comprises a random number generator configured to generate the
6 individual payout results for each of the gaming activity sets included in the aggregate play in
7 series.

8
9 44. The casino gaming apparatus as in Claim 40, wherein the random number
10 generation module comprises a plurality of random number generators coupled to operate in
11 parallel, and configured to concurrently generate at least some of the individual payout results
12 for the gaming activity sets included in the aggregate play.

13
14 45. The casino gaming apparatus as in Claim 40, wherein the casino gaming
15 apparatus comprises a slot machine, and wherein the random number generation module
16 generates slot symbol combinations from which the individual payout results are derived.

17
18 46. The casino gaming apparatus as in Claim 40, wherein the casino gaming
19 apparatus comprises a video keno machine, and wherein the random number generation
20 module generates number combinations from which the individual payout results are derived.

21
22 47. The casino gaming apparatus as in Claim 40, wherein the casino gaming
23 apparatus comprises a video poker machine, and wherein the random number generation
24 module generates poker hands, based on predetermined draw/hold rules, from which the
25 individual payout results are derived.

26
27 48. The casino gaming apparatus as in Claim 40, wherein the casino gaming
28 apparatus comprises a video bingo machine, and wherein the random number generation
29 module generates bingo numbers from which the individual payout results are derived.

1 49. The casino gaming apparatus as in Claim 40, wherein the casino gaming
2 apparatus comprises a chance-based gaming machine, and wherein the random number
3 generation module generates random numbers used in the chance-based game from which the
4 individual payout results are derived.

5
6 50. A method in which a gaming participant participates in a gaming activity,
7 comprising:
8 participating in the gaming activity in a standard mode wherein at least some
9 gaming activity events associated with the gaming activity are conducted in succession, and
10 wherein each of the gaming activity events comprises one or more discrete game plays
11 provided by way of the gaming activity;
12 accumulating a total number of credits;
13 initiating a speed play mode to participate in a plurality of the gaming activity
14 events concurrently;
15 designating a number of the plurality of the gaming activity events desired for
16 concurrent participation, wherein a number of credits commensurate with the designated
17 number of gaming activity events is allocated to the concurrent participation; and
18 collecting a combined payout based on individual payouts of each of the
19 plurality of the gaming activity events subject to the concurrent participation.

20
21 51. The method of Claim 50, wherein the discrete game plays comprise paylines.

22
23 52. A method in which a gaming participant participates in a gaming activity,
24 comprising:
25 participating in the gaming activity in a standard mode wherein at least some
26 gaming activity events associated with the gaming activity are conducted in succession, and
27 wherein each of the gaming activity events comprises one or more discrete game plays
28 provided by way of the gaming activity;
29 accumulating a total number of credits;

1 initiating a speed play mode to participate in a plurality of the discrete game
2 plays concurrently;
3 designating a number of the plurality of the discrete game plays desired for
4 concurrent participation, wherein a number of credits commensurate with the designated
5 number of discrete game plays is allocated to the concurrent participation; and
6 collecting a combined payout based on individual payouts of each of the
7 plurality of the discrete game plays subject to the concurrent participation.
8

9 53. A gaming apparatus for aggregating participation in gaming activity sets
10 provided by a gaming activity, the gaming apparatus comprising:
11 means for receiving a player-initiated request for aggregate play;
12 means for receiving an indication of a number of gaming activity sets for
13 inclusion in the aggregate play, wherein each of the gaming activity sets comprises one or
14 more discrete game plays provided by the gaming activity;
15 means for generating a gaming outcome for each of the gaming activity sets
16 indicated for inclusion in the aggregate play; and
17 means for providing a collective payout result accounting for all of the gaming
18 outcomes associated with the aggregate play.
19

20 54. A computer-readable medium having computer-executable instructions for
21 aggregating participation in gaming activity sets provided by a gaming activity, the computer-
22 executable instructions performing steps comprising:
23 receiving a player-initiated request for aggregate play;
24 receiving an indication of a number of gaming activity sets for inclusion in the
25 aggregate play, wherein each of the gaming activity sets comprises one or more discrete game
26 plays provided by the gaming activity;
27 generating a gaming outcome for each of the gaming activity sets indicated for
28 inclusion in the aggregate play; and
29 providing a collective payout result accounting for all of the gaming outcomes
30 associated with the aggregate play.